IN THE CLAIMS

1.   (Currently Amended) An interactive gaming system comprising:

a user computer;

a data network in communication with said user computer;

a gaming server in communication with said data network; and

at least one wagering device in communication with said gaming server, said wagering device being located remotely from said user computer; wherein said user computer remotely controls said at least one wagering device; and

a bandwidth and transmission detection device, wherein transmissions between said user computer and said wagering device are optimized using encryption and compression techniques.

2.   (Original) The system of claim 1 further comprising a video camera in communication with said gaming server.

3.   (Original) The system of claim 1 further comprising a financial data server in communication with said gaming server.

4.   (Original) The system of claim 1 further comprising a routing/traffic management server in communication with said gaming server.

5.   (Original) The system of claim 1 further comprising an archive data server in communication with said gaming server.

6.   (Original) The system of claim 1 further comprising an archive data server in communication with said gaming server, wherein said archive data server comprises a date and time stamping unit.

7.   (Original) The system of claim 1 further comprising a relay switching and serial data interface in communication with said gaming server and said at least one wagering device.

8.   (Original) The system of claim 1 wherein said gaming server further comprises a file compression codec filter.

9.   (Original) The system of claim 1 wherein said system transmits information in real time.

10.   (Cancelled)

11.   (Currently Amended) An interactive gaming system comprising:

means for communicating between a remotely located computer and a wagering device; [and]

means for entering commands into the computer to operate and control the wagering device; and

means for detecting a bandwidth and transmission, wherein transmissions between said remotely located computer and said wagering device are optimized using encryption and compression techniques.

12.   (Currently Amended) A method for permitting a remotely located player to control a wagering device comprising:

using a remotely located computer to communicate with the wagering device; and

entering commands into the computer to operate and control the wagering device; and

detecting the player's connection bandwidth and transmission speed, wherein transmissions between said remotely located computer and said wagering device are optimized using encryption and compression techniques.

13.   (Original) The method of claim 12 further comprising remote viewing of the wagering device.

14.   (Original) The method of claim 12 wherein using a remotely located computer to communicate with the wagering device further comprises communicating through a data network.

15.   (Original) The method of claim 12 wherein using a remotely located computer to communicate with the wagering device further comprises communicating through a gaming server.

16.   (Original) The method of claim 12 further comprising accessing personal financial information through the remotely located computer.

17.   (Original) The method of claim 12 further comprising accessing personal financial information through the remotely located computer and transferring money from a player's account to the wagering device.

18.   (Original) The method of claim 12 further comprising:
accessing personal financial information through the remotely located computer;
transferring money from a player's account to a deposit account,
authorizing a player access to play the wagering device based on a status of the deposit account; and
transferring relative gains or losses between the deposit account and the player's account.

19.   (Original) The method of claim 12 further comprising:
accessing personal financial information through the remotely located computer;
transferring money from a player's account to a deposit account,

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authorizing a player access to play the wagering device based on a status of the deposit account;

playing another wagering device or other game of chance using the deposit account; and

transferring relative gains or losses between the deposit account and the player's account.

20.   (Original) The method of claim 12 further comprising reviewing actions taken by the player and results generated by the wagering device on the remotely located computer.

21.   (Original) The method of claim 12 wherein operating the wagering device comprises entering commands into the wagering device using a proxy.

22.   (Currently Amended) The method of claim ~~12~~ 21 wherein the proxy is human.

23.   (Currently Amended) The method of claim ~~12~~ 21 wherein the proxy is non-human.

24.   (Cancelled)

25.   (Original) The method of claim 12 further comprising detection of the player's connection bandwidth and transmission speed, wherein the detection is automatic.

26.   (Currently Amended) The method of claim ~~12~~ 25 further comprising optimizing transmitted information based upon the detected bandwidth and transmission speed.

27.   (Currently Amended) The method of claim ~~12~~ 26 further comprising optimizing transmitted information based upon the detected bandwidth and transmission speed, wherein optimizing comprises selecting appropriate encryption or compression techniques.

28.   (Original) The method of claim 12 further comprising polling at least one wagering device to determine availability.

29.   (Original) The method of claim 28 further comprising providing a graphical user interface associated with the wagering device polled for availability.

30.   (Original) The method of claim 29 further comprising selecting an available wagering device using the graphical user interface.

31.   (Original) The method of claim 12 further comprising polling at least one gaming server to determine availability.

32.   (Original) The method of claim 12 further comprising:

transferring money from a player's account to an interstitial account server,

authorizing a player to play the wagering device based on a status of the interstitial account server, and

transferring relative gains or losses between the interstitial account server and the player's account.

33.   (Original) The method of claim 12 further comprising:

communicating the status of the player's account in an external database with a routing/traffic management server, the player's external database managed by a casino operator,

authorizing a player to communicate with a routing/traffic management server based on a status of the player's account,

permitting a player to play the wagering device based on an authentication check of the player, and

transferring relative gains or losses between a slot bank and the player's external account.

34.   (Currently Amended) A method for permitting a remotely located player to control a wagering device comprising the steps of:

using a remotely located computer to communicate with the wagering device; [and]

entering commands into the computer to operate the wagering device; and

detecting the player's connection bandwidth and transmission speed, wherein transmissions between said remotely located computer and said wagering device are optimized using encryption and compression techniques.

35.   (Withdrawn) In a system for remotely controlling at least one wagering device using a user computer, a computer-readable memory for storing data for access by an application program comprising:

a data structure stored in said computer-readable memory, said data structure including information used by said application program and including:

a plurality of personal data fields;

a plurality of financial fields;

a plurality of wagering device control fields;

a plurality of wagering fields;

a plurality of results fields;

wherein said fields have values and said application program controls the operation of the at least one wagering device.

36.   (Withdrawn) The data structure of said computer-readable memory of claim 35 further comprising a plurality of video display fields.

37.   (Withdrawn) The data structure of said computer-readable memory of claim 35, wherein said plurality of financial fields comprise a plurality of account balance fields.

38.   (Withdrawn) The data structure of said computer-readable memory of claim 35 further comprising a plurality of archival fields.

39.   (Withdrawn) The data structure of said computer-readable memory of claim 35 further comprising a plurality of date and time fields.

40.   (Withdrawn) The data structure of said computer-readable memory of claim 35 further comprising a plurality of bandwidth fields.

41.   (Withdrawn) The data structure of said computer-readable memory of claim 35 further comprising a plurality of transmission speed fields.